PC CD-ROM

NIHILIST

PHILIPS

SYSTEM REQUIREMENTS

To play NIHILIST you'll need an IBM PC or 100% compatible with at least:

    486DX2/66 MHz processor
    8MB Ram
    75MB hard disk space with Full Installation
    8MB hard disk space with Partial Installation
    Double-speed CD-ROM drive
    Microsoft compatible mouse & mouse driver

However, to get the best out of NIHILIST we recommend a machine with the following specifications:

    Pentium P75 processor
    16MB Ram
    75MB hard disk space with Full Installation
    8MB hard disk space with Partial Installation
    Quad-speed CD-ROM drive
    Microsoft compatible mouse & mouse driver
    PC analogue joystick
    16-bit sound card

NIHILIST supports SoundBlaster™ and 100% compatibles as well as most other major sound cards such as the Gravis Ultrasound.

INTRODUCTION

Mankind has been smashed and scattered among the stars, now wandering tribes of warriors roam the star-fields in search of a good scrap.

Excerpt from a pilot's diary—

"When the wave came, it separated this hell-hole quadrant from the rest of space and time. Hauling cargo through the back-end of the universe was bad enough, without being stuck up it!

Imagine a bunch of long-haul, fly-boy scumbags: mercenary, back-stabbing, hard-drinking and unwashed - well that's what we had to face on every journey!

With only five systems to travel between, and way too many slope-headed, bulbous-eyed, foul-breathed aliens inhabiting them, things were bound to get a little tense.

The Brotherhood was the worst; they would preach gene-superiority, and demand that you join their special little sect. Those who joined them either died immediately from a series of strange and exotic diseases, or ended up in that shrink-wrapped, spiny armour they all wear as servants of the Guild.

No one knows where the Brotherhood of the Guild came from, how their ranks grew so quickly, or how they came to create the Kraal. But I do know that a more xenophobic bunch of religious fanatics you'll never meet!

Hell bent on proving Homo Sapiens superior to any other race, they fight for the honor of their species, for recognition in the eyes of a higher power and to teach respect to the alien infidel. They fight to become Cardinal, Lord of the Guild, warrior of warriors.

They fight for the pleasure and the pain, for greed and death—all before dishonor.

In the chaos of the Kraal, the only wager is life. If I listen, I can almost hear the thunderous drone of the Kraal walls. It is the rusted metal grinding of a thousand burning space wrecks, the siren of sun fire, the death cry of a thousand dead pilots, echoing as one last terrifying scream....."

INSTALLATION

DOS

Insert your NIHILIST CD in to your CD-ROM drive.
From DOS type d:\Install (where d is your CD ROM drive).
Follow on-screen prompts. On completion of installation, select the NIHILIST directory and type Nihilist.

Windows 95

Go to Explorer and select your CD ROM drive. Double click on Install.EXE, then follow on-screen prompts. On completion of installation, exit to DOS from within Windows 95, or by shutting down your computer to DOS mode. Go to the NIHILIST directory and type Nihilist. It is recommended that Windows screen savers are switched off if playing NIHILIST via Windows.

Note: If you do not have a sound card, select None in the Set Sound section of the installation.

Multi-player Setup

From the NIHILIST directory type **GOFLUXEM**. You will be taken back to DOS after your PC has configured itself for multi-players. Type Nihilist to start the game. All machines will then search for other players and once all players are connected, the game will start. Enter your name and choose your clan. You can now set up your screen display, CD setup, etc, from within the terminal (see page 6). Exit the terminal and from the Atrium enter the Lounge. You can now choose your ship and enter the Dome for your death match.

QUICK START

If you've never played NIHILIST before, you're probably looking at the screen a little worried about all the options laid out before you.

Well, we have a Quick Start option and this is how it works:

1: Enter your name and select your sign when prompted by the computer terminal.

2: You'll then progress to the Main Menu Screen. From here you'll want to select the QUICK START option.

3: You start outside a gridded blue combat arena, or Kraal. Your objective is to survive and collect Kash and pickups while eliminating your opponents. You do this so that you can climb through the ranks and become respected above all others - the new Cardinal.

4: Control is via mouse and keyboard (unless you have already calibrated your joystick).

5: Move your mouse around and watch how your ship moves about in response to the direction in which you move the mouse.

6: Next you need to get somewhere! Hold down the S key to activate your thrust and use the mouse to control direction.

7: If you catch sight of your enemy, you can use your weapons to fire at him or her. Press the left mouse button to fire your lasers and the right mouse button to fire your missiles.

8: You'll notice a large box in the center of the screen. This is your HUD (Heads-Up Display). The arrows on the outside of it point to your current target. If the arrows are green, then your target is a pickup or Kash. But if they are red, then the target is hostile and needs to be destroyed!

If you are targeted on an enemy (use the TAB key), you'll notice a second, smaller box around his or her ship. If this box is blue, then the ship is out of range of your lasers, but not necessarily for your missiles. If the inner targeting box is red, then your enemy is within laser range and can be attacked with both weapons.

9: Targeting Controls - Use the TAB key to target the most important thing in front of you, this will usually be Kash or an Enemy. The [and] keys scroll through available targets.

10: Radar - In the top right of your display, you'll see a round circle with lots of dots in it. This is your radar and shows where objects are in relation to your ship. Red dots are enemies, green dots are power ups and Kash, and blue dots are passive objects (such as asteroids, trash, etc.) and weapon fire. The radar is a top-down display and only shows objects within your laser range. Objects that are in front of you are shown on the radar. If objects are above you, the dot will be lighter. Objects below you will be shown by a darker dot. Use the radar to spot ships sneaking up behind you!

THE MOTHER SHIP

You'll do all your battle preparation in the Mother Ship. You can move around and access terminals by using the mouse to point and click on the various hot spots.

The main areas, the Atrium and the Lounge, will allow you to start a new game, buy a new ship, and even practice your combat skills in the Mandala arcade game.
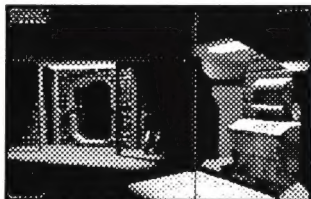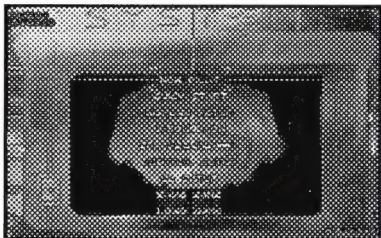

THE ATRIUM

The Atrium is where you begin your life as a pilot. Here you can use the terminal to access the Main Menu where you can rename yourself, save, load and control various other aspects of the NIHILIST universe.

EXITS

The only real exit is into the Lounge. Click on the door to go through to the Lounge. The other exit is out to the void! To quit to DOS, click on the bottom left of the screen and you'll leave your ship.... REMEMBER TO SAVE YOUR GAME!


THE TERMINAL

The terminal is the blue flickering screen in the middle of the Atrium. Clicking on this allows you to change many things in the NIHILIST universe.

1: New Pilot - Here you can start a fresh pilot, re-enter your name and select a new sign.

2: Quick Start - This will allow new pilots to get into the game quickly for those new to NIHILIST. If you start playing without using Quick Start, you lose this option.

3: Detail Menu - This where you can change the graphics and visual displays throughout the game. You can change the overall detail level, how your HUD works, and whether you want to use 3-D ChromaDepth™ mode or not.
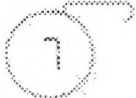
Here are some of the more important options:

3.1: Detail - Clicking on this will cycle through the detail options from Maximum to Low. We recommend you use the High or Maximum detail levels, but for slower machines the Medium and Low options will speed up the game.
Turn off cursor shadow to help speed up the display on lower specification machines.

3.2: Videos On/Off - This will turn the in-game cut scenes on or off depending on your preference. Remember, you can skip any video by pressing ESC during the playback.

3.3: The ChromaDepth option is used in conjunction with the ChromaDepth 3-D glasses. With this option set to ON, the game is displayed in a "false" color, but with the glasses you will get a convincing stereoscopic 3-D effect.

4: QSound™ Off/On - QSound produces a surround style effect using your normal PC speakers and no additional hardware. With this option set to ON, sounds will appear to come from all around you giving you audible clues to the position of enemies and other objects in the game.

To get the best out of QSound, it's recommended that your speakers are at, or near, ear level and equidistant from your ears.

5: SFX Volume - This controls how loud, or quiet, the in-game sound effects and speech samples are set.
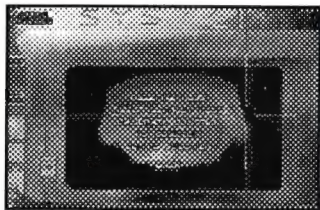
6: Control Setup - Selecting this option shows a new menu which allows you to set up your preferred control method.

6.1: Redefine Keys - Use this option to customize keys in the game. Click on the control you wish to change, then enter your choice of key. You will then be informed if this choice is acceptable or not. If not, then the key is being used for another function.

6.2: Reset Default Keys - This resets all controls back to the basic keyboard/mouse setup.

6.3: Calibrate Joystick - This allows you to calibrate any connected joystick. Follow the on-screen instructions after selecting this option.

6.4: No Joystick - Click this option to select either two- or four-button joystick (can only be accessed after you calibrate your chosen joystick).

6.5: Configure Joystick - This option allows you to select the configuration of your joystick buttons depending on what type of joystick you have.

7: CD Setup - This option allows you to set up the music provided on the NIHILIST CD. With Bands like DOG EAT DOG, SUGAR RAY and POP WILL EAT ITSELF, we don't think you'll need anything else, But if you have a complete installation, you can use one of your own CDs for this setup.

CD SETUP MENU

7.1: Tracks For Game Flow - This brings up the selections of each track for each level in the game. Feel free to play around with this until you find a setup you like.

7.2: Setup - This allows you to avoid the bother of completely setting up every track. By selecting Hardcore (Metal/Hardcore) or Ambient (Techno/Jungle), you can have a

basic setup of what you would prefer to hear. If you select the USER option, then your own setup will be used.

7.3: Intro, Mother Ship, Mandala Machine, Multi Player - this allows you to select specific tracks for the videos when you're in the Mother Ship, etc.

8: Save Game - This is where you'll store all of your saved games. Please save as often as you like. We recommend you save after each level.

9: Load Game - Oops, told you didn't we? Okay you died. But, hopefully, you'll have saved your game and you can now grab it from here or, continue from an earlier session.

10: Off Button - The off button is the red square button on the left of the monitor screen. Click on this to return to the Atrium.

Once you're ready to go, click on the door to go through to the Lounge.
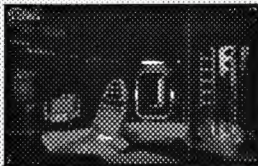
THE LOUNGE

The Lounge is where you can contact the Guild Shop to purchase your ships and weapons. It also houses the Mandala, a video arcade game which you can play in your time off.

EXITS

From the Lounge you can go back to the Atrium, down to the Hanger, or up to the Dome to select which Kraal you go to next.

MANDALA

Off-duty pilots can practice their combat skills on the Mandala video game. To access it, click on the left blue flashing monitor.

Mandala plays just like normal NIHILIST duels except that all action is viewed from above your ship. All controls are the same as the controls used during regular Kraal battles.

On the Mandala Main Screen, click the left mouse button to play or press ESC to go back to the Lounge. Tip: Pickups are essential in this game!

(🎮) C O N T A C T   S H O P

If you want to survive, you'll need to have the best ship and weapons your Kash can buy and the Guild Shop is where you'll find them—if you have the rank.....

The Shop is the right blue-flashing monitor.

In the top right of the shop screen you'll see your Kash rating, with the Shop monitor controls at the bottom of the screen.

⚙ THE SHOP CONTROLS ARE:

Square Red Switch (bottom left of monitor) - Continue/Go back to the Lounge.

Red Arrows (middle bottom of monitor) - Scrolls through the various Shop screens.

BUY Button (middle bottom of monitor) - Use this to purchase your ship (this button is only used in the ship purchase screens).

1.1: Missile Purchase Screen - The first screen you'll see in the Shop is the Missile Purchase Screen. Here you can purchase different types of missiles to use with your ship.

Each missile is arranged for your viewing at the left and right of the monitor. There is also a "sponger" which will fly around collecting Kash for you.

(Descriptions of each missile and sponger are on pages 22-24 of this manual.)

To find out about a missile move your cursor over it. You'll see a full description and, if you have enough Kash, a message reading "Press left mouse button to buy".

10

Clicking the left mouse button over the missile you want will add that missile to your armoury and deduct the Kash from your funds.

If you don't have enough Kash, then a "No credit given" message will be shown, and you'll have to choose something a little cheaper.

Once you're happy with your missile purchase, click on the right mouse button to go to the next page and look at some ships.

Tip: Don't buy too many too soon.
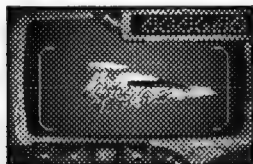
1.2: Ship Purchase Screens - Each ship you can purchase has it's own screen. As more ships become available during the game, more screens will be available for viewing.

The current ship is shown rotating in the middle of the screen. To get information on the ship, move your cursor over the "BUY" button. A page of information will appear superimposed over the ship.

If you have enough Kash, you can buy the ship on screen by clicking on the "BUY" button. If you haven't got the Kash, the "No credit given" message will be displayed.

When you've made your purchases, click on the continue button (red square button on the left side of the screen) to return to the Lounge.
Note: Your choice of ship and missiles is key to completing the game.

THE ARMOURY

To enter the Armoury, click on the ladder descending through the floor of the Lounge.

You'll see your ship floating in the middle of the screen and the missiles you've purchased in the foreground. Any spongers you've bought will be on the podium at the rear left of the screen.

If your ship has more than one missile bay, you can select which bay to arm. Click on your choice of missile with the left button for the left missile bay and primary missile; or the right button for right missile bay and secondary missile. If your ship only has one missile bay, then you can only arm it with the left mouse button.

If you change your mind and want to disarm and replace the missiles on your ship, then move the cursor over the body of your ship. Click the left mouse button to disarm the left missile bay, or the right mouse button to disarm the right missile bay.
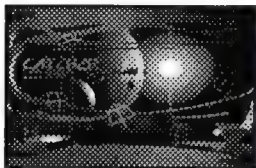
You can also have up to four spongers. There is no order for arming your ship. You just have to click on as many spongers as you want (have) until you have no more space.

The only exit from the Armoury is to go back up the ladder you came down. Click at the top to return to the Lounge.
Tip: Spongers are easily killed; don't use them in very busy or heavily mined Kraals.

✛ THE DOME

When your ship is armed to your satisfaction, you can head up to the Dome to select the Kraal you wish to enter. To get to the Dome, click on the top of the ladder in the Lounge.

Floating in the Dome, you'll see holographic projections of the different Kraal levels within the present star sector. As you move your cursor over each Kraal, a brief description is shown as well as the rank and Kash needed to enter them. Initially, only two Kraals are open to you.
There are three types of Kraals: Spherical (total 3-D movement), Flat Horizontal (2-D movement) and Flat Vertical (2-D movement).

To enter a Kraal, move your cursor over the desired level then click your mouse button on it to progress to the Level Entry Screen.

On the right is the command chair terminal where you can select the different planetary combat sectors, each has its own set of Kraals.

LEVEL ENTRY SCREEN

The Level Entry Screen gives you details of the upcoming Kraal. It shows your status and the enemies that you will face.

Tip: Check that you are carrying the correct missiles for the mission.

The terminal controls are similar to the Shop controls, with arrows allowing you to scroll forwards and backwards through the pages. A red LAUNCH button replaces the Buy button (click on this to launch yourself into the Kraal), and an OFF switch allows you to go back to the Dome to make last minute changes.

Each enemy will have information superimposed over his or her picture. To get a better look at them, move your cursor up to push the text off the screen.

SYSTEM SCREEN

The System Screen allows you to move to different combat sectors. Each "orbit" of the solar system represents a different set of Kraals. The further away from the center a system is, the more difficult the Kraals.

To select an orbit, use the blue arrows on the right of the screen to highlight your chosen sector. Then, click on the red button between the arrows to "jump" to that sector.

If you attempt to enter a sector you haven't got the rank for, a message will appear telling you that access is denied and notifying you what rank you need to gain access.

Click on the OFF button to exit the System Screen and return to the Dome.

To return to the Lounge, click on the ladder that goes down through the floor on the left side of the screen.

PLAYING NIHILIST

When you first start your game you'll have some Kash, a few missiles and a basic Halberd 109 ship. This is all you need to enter the first levels.

1: Select New Pilot and enter your name.
2: Enter the Lounge and from there the Armoury.
3: Arm your ship and exit back to the Lounge.
4: Move up to the Dome and select one of the two available Kraals.
5: Kill everything you can and collect as much Kash as possible.
6: On completion of a Kraal, go to the Atrium and save your game.
7: As your rank and Kash increase, more levels will become available to you.
8: Check the Shop after each completed Kraal, you may find that new ships are in stock. Try them out if you have enough Kash available.

Before each Launch, there will be a short briefing, it won't take long to read and you'll learn much about your enemies. It might also change your mind about your missile choice.
After clicking on the Launch button in the Level Entry Screen, your ship is held outside the Kraal until the countdown reaches zero. If you press the thrust key (Default - S) you can jump in early and gain the initiative - maybe.

Use the time hung outside the Kraal to scout around and identify any potential hazards.

Eventually you'll face the Boss Kraal for the sector. If you defeat the enemy there, you can progress to the next sector, where more enemies and Kraals await! Finally, you will face the ultimate challenge.
Tip: Not all Kraals are as simple as they may seem. There could be something else in there...

IN GAME CONTROLS

The mouse, joystick or cursor keys can be used to control the direction of your ship (pitch and yaw).

KEYSTROKE	ACTION
S	Foward thrust
ALT/left mouse button/ joystick button 1	Fires lasers
C/right mouse button/ joystick button 2	Fires missiles (if you have them)
TAB	Targets closest enemy in front of you
A	Spins ship left
D	Spins ship right (With Goblin5 and Partisan spacecraft, A and D keys activate side thrust)
X	Activates defense if you have one.
CAPS LOCK	Smart targeting in this order: 1-pickups (while text displayed) 2-free Kash (most expensive) 3-object holding kash (ship, asteroid etc.)
LEFT SHIFT	Targets last thing that shot at you
[or]	Scrolls through all targets in the Kraal
F9	Toggle various parts of HUD on or off
RETURN	To eject coffin
T	To teleport out, but only when safe
CTRL+Q	To commit suicide
ESC	To exit screen

Tip: When there is a new Kraal entry, press 'CAPS LOCK' to target it (e.g. the Hull Booster).

CAMERA VIEWS

There are various camera views available in NIHILIST:

F1	cockpit view
F2	virtual cockpit view
F3	chase view
F4	outside ship view
F5	outside target view
F6	target view (keeps you in foreground and target indistance)
F7	reverse target view (you in distance, target in foreground)
F8	Kraal view

Note: Hold BACKSPACE while in 'F1 view' and move mouse for a look around.

HEADS-UP DISPLAY (HUD)

When you are in combat, all information on your status and enemy status is contained by your ship's HUD — even the gravity lines of the Kraal. So, if you lose your HUD to a blinder, you're in trouble.
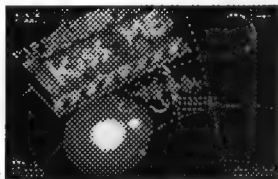
TOP LEFT OF HUD DISPLAY

H ....Hull Strength. Shows the current strength of your hull. The higher the number, the stronger your hull is. Colliding with objects and being hit with weapons will reduce your hull strength. Picking up hull boosters and repair boxes will take it back up. After your hull rating there may be a + or - sign followed by a number. This is your magnetism rating. If it's +, then you have an active shield; if it's a - then you've probably been hit with an attractor missile and your ship will be acting like giant magnet!
The HUD display can be analogue and/or digital. To change it, use the Terminal and it's Display Setup option.

X ....Kash. This is how much Kash you have collected. Collect the Kash Crystals to increase this amount.

16

TOP RIGHT OF HUD DISPLAY

RADAR...........................This displays the objects in the Kraal that are within your laser range. Green dots are Kash and pickups, red dots are threats/enemies, and blue dots are weapon fire and passive objects (such as asteroids). Dim dots are objects below you, bright dots are objects above you and the flashing dot is your current target.

Tip: Watch the radar for streams of laser fire to give you a quick indication of where a non-targeted enemy is located.

MISSILE STATUS...........This shows the missile status of your ship, armed and ready or empty.

BOTTOM LEFT HUD DISPLAY

FX ....This is the amount of free Kash in the Kraal (i.e. Kash not contained by an enemy or asteroid).

KX ....This is the amount of Kash that is contained in objects. Find the objects with the biggest Kash content and get blasting before the others do!

CENTER SCREEN HUD DISPLAY

SIGHT BOX....................In the middle of the screen there is a large box. This shows your best field of fire. If something is in the box, then it's more likely to be hit by your missiles and lasers. This box is also used for targeting the object in front of you when you hit the TAB key.

TARGET
INDICATORS ....The target indicators are the arrows around the Sight Box. These point to your currently selected target. If the indicators are red, then your target is an enemy. If they are green, then your target is a pickup or Kash. The further apart they are, the further away the target is.

Depending on the level style, there will be two or four sets of arrows arranged around the sights, either horizontally, vertically or both. Remember to follow the arrows to find your target!

TARGET RETICULE ......This is superimposed over your current target and indicates that this is the object your missiles will home in on, and the object that your target indicators will direct you towards. If the target is an enemy or a destroyable object, then the box will be red if the target is in laser range; otherwise it will be blue. Pickups and Kash will have a green box around them.
Below the reticule is your target's information (hull strength, Kash collected, etc).

MIDDLE RIGHT HUD DISPLAY

ALERT MESSAGE........Messages will be displayed telling you when a special event happens. Events can be anything from Kraal entries (pickups, Kash, opponents, etc.) to special weapons reports.

🛸 FLYING YOUR SHIP

The basic control and navigation of your ship varies depending on the type of Kraal you're battling in.

There are three types of Kraals:

SPHERICAL KRAALS - "FLUXES"
In these gigantic spherical arenas, you have complete freedom of movement in all directions. Hold the thrust key to move forward; your maximum speed depends on your ship type. Use the direction controller (joystick, keyboard or mouse) to point your ship in the required direction. You can also rotate your ship clockwise or counter clockwise with the rotate keys. This is useful to re-align yourself.

Beware! Because of the total freedom of movement in these Kraals, attacks can come from any direction!

18

HORIZONTAL FLAT KRAALS - "MANDALAS"

The repulsion of these Kraals is much lower so you get a "gliding" motion to your turns. The horizontal Kraals have no up or down turning, only left and right movement.

VERTICAL KRAALS - "MANTRA'S"

These are disorientating and take longer to master. Like the Horizontal Kraals you can only turn in two directions - only here it's up and down instead of left and right!

COLLISIONS

Colliding with ships, asteroids and other "hard" objects will damage your hull. This can be used as a tactic in the right ship (but on the other hand you have to collide with Kash and pickups to collect them!).
You can't collide with the sides of the Kraal it's a magnetic field and will deflect you while creating static on your HUD.

TELEPORTERS

Teleporters only show up in a few Kraals, but they are useful. These blue swirling globes will transport you to another place in the Kraal. Try to learn their patterns and you can surprise even the best foes.
To use a teleporter simply fly in to one.

NAVIGATION

Your combat skills won't count for anything if you can't find the enemy, Kash or pickups.

All ships are equipped with an advanced targeting system which allows you to target any object in the Kraal. It has several different modes, each accessed by a key on the keyboard.

As detailed earlier, when an object is targeted, the arrows arranged around the sights change color and move closer together as you approach your target. Remember, collect the green, destroy the red.

IMPORTANT! You do not have a full targeting system when in an external camera view.

The targeting modes and their default keys are as follows:

TAB.............................Target object in front of you

CAPS LOCK..................Target last Kraal entry;
especially good for finding pickups

SHIFT ....Target Enemy attacker;
hitting shift will switch your target to the last enemy
that fired upon you, good for revenge.

] ....Cycle through all targets
[.................................Cycle back through targets

FIRING YOUR WEAPONS
LASERS
Get an enemy in your sight and BLAM! Lasers can be fired constantly, though some laser weapons are faster or more powerful than others.
Tip: Laser pickups are VERY useful.

MISSILES
To fire a missile you need to have your enemy targeted. You can fire on an un-targeted enemy but the missile will have a greater chance of missing. Get your enemy in sight and hit the TAB key to target. Hit the missile firing button and your missile will launch. Your missile will do it's best to home in to your enemy, but obviously a slow missile may have difficulty with a fast ship! Each missile has it's own strengths and weaknesses. There are many different playing tactics involving missile choice. Missiles are listed in detail on page 22.

DEFENDING YOURSELF

Sometimes you need defense more than offense. Because of this, most ships are equipped with a defensive system which will help you out of a tight spot. These defenses include Shields, Jumps, Teleports and Cloaking Devices. Use your Defense Key (default - X) to activate defenses.

EJACULATING

If you're gonna die, swallow your pride and hit the ejaculate button. Your "escape coffin" will be thrust out of your ship (which will then auto destruct). The grey coffin can't do much. You just have to wait for the sisters to come pick you up while avoiding the sadist pilots that won't leave you alone. However, advanced ships have Mk2 Coffin escape pods that have stronger thrusters and a laser defense. Helps you out a bit more.....

GLADYS AND THE SISTERS

The sisters are an elite group of charity workers. Using their state-of-the-art ship Gladys, they save stricken pilots from lonely deaths out in the middle of the void—in return for a small donation to their Alien Anonymous charity group.

VERMIN WAVE

If you find yourself out of Kash and not able to afford the next Kraal, you'll find another Globe will appear in the Dome. This is the Vermin Wave.

Here there is no ejaculating—you must win or die. Destroy all objects as quick as you can, and destroy the Vermin as soon they arrive. Things soon become crowded, and you'll find yourself overwhelmed if you don't hit your targets.

If you win, you should have enough Kash to continue on your path to enlightenment.

RECORDING AND PLAYBACK OF BATTLES

Everytime you attempt a Kraal it is automatically recorded. However, only one recording per Kraal is possible. Therefore, the most recent battle is the one

saved. To play back your battle, you need to enter the Atrium. Press the Return key and your last battle will be replayed. Press Escape to stop the playback.

Once back in the Atrium, you can press Enter again to view recordings of your other battles from the sector.
To see battles from another sector, you need to enter the Dome and, via the Command Chair, select a new sector. Re-enter the Atrium to start playback.
Tip: You can change camera views during playback and this new 'edit' will be saved in place of the old recording.

MISSILES
Each missile has it's own unique characteristics.
Each missile you buy lasts for one level only if used, but you have an unlimited amount of missiles to fire during that level. The number of missiles owned of each type is displayed next to it's name in the Armoury.

Dagger
This is the most basic missile - A good all-rounder and cheap!
Speed - Medium
Reload Time - Fast
Warhead - Medium

Cutter
This is a small, fast rear-firing missile, good for getting enemies off your tailpipe.
Speed - Very Fast
Reload Time - Very Fast
Warhead - Small

Nutter
The NIHILIST equivalent of a brick in the back of the head, the Nutter packs a mean punch, but it's very slow with a slow reload time.
Speed - Very Slow
Reload Time - Slow
Warhead - HUGE!

Attractor

This little devil turns it's target into a
huge magnet, attracting objects from all
over the Kraal. The more hits, the
stronger the attraction - great when there are
a lot of mines in the Kraal. Fire a few, sit
back and watch the mayhem!
Speed - Fast
Reload Time - Fast
Warhead - Small

Baiter

Wanna be in my gang? They will when you
fire this baby. Anything it hits becomes
"bait" and everyone will want to blow it away.
Just don't get hit by one yourself. Works for
a limited time only.
Speed - Fast
Reload Time - Medium
Warhead - Small

Sucker

This creates an anti-flux around the target,
paralysing the enemy and attracting anything
nearby to pummel the target.
Speed - Fast
Reload Time - Very Slow
Warhead - Small

Breeder

The ultimate in multiple warhead technology, the
Breeder packs a good first punch then splits into
eight small warheads which home in on your enemy.
VERY destructive!
Speed - Medium
Reload Time - Slow
Warhead - Large

Blinder

One hit from the Blinder and your HUD's out for
the count - space is a scary place when you don't
know where your opponent is. Don't panic! It only
lasts for a limited time and the best thing is, you
can buy them too!
Speed - Medium
Reload Time - Medium
Warhead - Medium

Spongers

Spongers collect Kash for you. Saves all that
tedious mucking about after you've dispatched your
enemies. Caution though: they can be killed easily
and you'll lose your Kash if you don't collect it
again! Spongers will evolve and grow stronger as
they survive levels, so look after your spongers.

CREDITS

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"Pull my Finger" and "If These are Good Times" performed by Dog Eat Dog. Courtesy of Roadrunner Records.

"Ich Bin Ein Auslander" and "Menofearthereaper" performed by Pop Will Eat Itself. Courtesy of Infectious Records. Licensed through MCPS.

"Mean Machine" and "Rhyme Stealer" performed by Sugar Ray. Courtesy of Atlantic Recording Corp. By arrangement with Warner Special Products. Licensed through MCPS.

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